IN THE CLAIMS:

Please amend the claims as follows:

1-6. (Cancelled)

7. (Currently amended) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point, ~~The audio information transforming method according to claim 1~~ wherein, when the audio information including the Doppler effect previously is included in the object, the audio frequency transforming step executes an audio frequency transformation to cancel the Doppler effect included in the audio information of the object, and executes the audio frequency transformation based on the relative velocity to add the Doppler effect to the audio information of the virtual listening point.

8. (Currently amended) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point, ~~The audio information transforming method according to claim 1~~ wherein, in respect to a final image unit, the audio frequency transforming step is executed by adding the Doppler effect to the audio information at the virtual listening point by using a formula by which the audio frequency transformation of the audio information at the virtual listening point prior to the final image by one image unit is executed.

9. (Cancelled)

10. (Currently amended) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point, ~~A video/audio format utilized in the method set forth in any one of claims 1 to 9~~, said format comprising ~~at least one of~~:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.

11. (Currently amended) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point, ~~An encoder utilized in the method set forth in any one of claims 1 to 9,~~ said encoder for encoding ~~at leas one of~~:

velocity information of an object, which is one of objects included in a screen;

velocity information and direction information of a scene; and

reduced scale information of the screen every scene.

12-17. (Cancelled)

18. (Currently amended) A program product for transforming audio information and for causing a computer to execute the procedures of;

setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

calculating a relative velocity between the virtual listening point and the object; and

executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

~~The program product according to any one of claims 12 or 17~~ wherein, when the object previously includes audio information having Doppler effect, the procedure of executing an audio frequency transformation includes the procedures of:

executing an audio frequency transformation to cancel the Doppler effect included in the audio information of the object; and

executing the audio frequency transformation based on the relative velocity to add the Doppler effect to the audio information of the virtual listening point.

19. (Currently amended) A program product for transforming audio information and for causing a computer to execute the procedures of;

setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

calculating a relative velocity between the virtual listening point and the object; and

executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

~~The audio information transforming program according to any one of claims 12 or 17~~ wherein, when audio information transformation at a time of final image unit is executed, said program product further comprising a procedure of:

adding the Doppler effect to the audio information at the virtual listening point by using a formula, said formula for executing the audio frequency transformation of the audio information at the virtual listening point prior to the final image by one image unit.

20-25. (Cancelled)

26. (New) A program product for transforming audio information and for causing a computer to execute the procedures of;

setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

calculating a relative velocity between the virtual listening point and a background according to a velocity and a direction based on which the background of a scene is moved; and

executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

wherein, when the object previously includes audio information having Doppler effect, the procedure of executing an audio frequency transformation includes the procedures of:

executing an audio frequency transformation to cancel the Doppler effect included in the audio information of the object; and

executing the audio frequency transformation based on the relative velocity to add the Doppler effect to the audio information of the virtual listening point.

27. (New) A program product for transforming audio information and for causing a computer to execute the procedures of;

setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

calculating a relative velocity between the virtual listening point and a background according to a velocity and a direction based on which the background of a scene is moved; and

executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

wherein, when audio information transformation at a time of final image unit is executed, said program product further comprising a procedure of:

adding the Doppler effect to the audio information at the virtual listening point by using a formula, said formula for executing the audio frequency transformation of the audio information at the virtual listening point prior to the final image by one image unit.

28. (New) An audio information transforming method applied to a video/audio format in which each scene that is replayed on a screen has video information and audio information, and the scene has velocity information and direction information based on which a background is moved, said method comprising the steps of:

virtual listening point setting step of setting a virtual listening point at a position different from -a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating step of calculating a relative velocity between the virtual listening point and a background based on the velocity information and the direction information of the background; and

audio frequency transforming step of transforming an audio frequency based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

said format comprising at least one of:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.

29. (New) An audio information transforming method applied to a video/audio format in which each scene that is replayed on a screen has video information and audio information, and

the scene has velocity information and direction information based on which a background is moved, said method comprising the steps of:

virtual listening point setting step of setting a virtual listening point at a position different from -a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating step of calculating a relative velocity between the virtual listening point and a background based on the velocity information and the direction information of the background; and

audio frequency transforming step of transforming an audio frequency based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point.

said format comprising at least one of:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.